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Apple App-Development-with-Swift-Certified-User Exam Syllabus Topics:

Section	Weight	Objectives
SwiftUI Basics	25%	- State management • 1. Basic state properties • 2. Data flow between views - Layout and navigation • 1. Navigation patterns and presentation • 2. Stacks, grids and alignment - Views and controls • 1. Modifiers and styling • 2. Built-in UI components

Development Environment	15%	- Debugging techniques • 1. Breakpoints and step-through execution • 2. Logging and error resolution - Building and running apps • 1. Deploying to physical devices • 2. iOS Simulator usage - Xcode interface and tools • 1. Using documentation and help resources • 2. Navigating project structure
Swift Programming Fundamentals	30%	- Control flow • 1. Conditional statements and loops • 2. Switch statements and pattern matching - Structures and classes • 1. Properties, methods and initializers - Functions • 1. Parameter customization and default values • 2. Definition, parameters and return values - Basic types and operators • 1. Constants and variables • 2. Data types, type inference and casting - Collection types • 1. Arrays, dictionaries and sets
Data Handling and Logic	15%	- Error handling • 1. Do-catch and optional handling - Basic data processing • 1. Working with strings and numbers
App Design and Best Practices	15%	- Code organization • 1. Readability and maintainability - User experience principles • 1. Human Interface Guidelines

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Apple App Development with Swift Certified User Exam Sample Questions (Q37-Q42):

NEW QUESTION # 37
Review the code snippet and identify what happens when the program is executed.

```
var menuItems = ["Pizza", "Burger", "Chicken", "Pasta", "Salad", "Steak"]
for index in 1..< menuItems.count - 1 {
    print(menuItems[index])
}
```

- A. Only menu items including " Burger " . " Chicken " . " Pasta " . " Salad " are printed.
- B. Only menu items including " Pizza " . " Burger " , " Chicken " . " Pasta " . " Salad " are printed.
- C. The for loop prints all the menu items in the array.
- D. Only menu items including " Burger " . " Chicken " . " Pasta " . " SaJad " . " Steak " are printed.

Answer: A

Explanation:
This question belongs to Swift Programming Language , specifically the objectives covering arrays , loops
, and range operators . The array has 6 elements, so menuItems.count is 6. The loop uses the half-open range operator:
for index in 1.. < (menuItems.count - 1)
That becomes:
for index in 1.. < 5
In Swift, the half-open range operator a.. < b includes the lower bound but does not include the upper bound.
So this loop runs with index values 1, 2, 3, 4, not 0 and not 5.
Array subscripting uses those indexes to print:
* menuItems[1] # " Burger "
* menuItems[2] # " Chicken "
* menuItems[3] # " Pasta "
* menuItems[4] # " Salad "
That means " Pizza " at index 0 is skipped, and " Steak " at index 5 is also skipped. Swift arrays use zero- based indexing, and count returns the number of elements in the array.
Therefore, the program prints only " Burger " , " Chicken " , " Pasta " , and " Salad " , so the correct answer is A .

NEW QUESTION # 38
What is the code snippet an example of?

```
var favoriteColor: String?
if let favoriteCol = favoriteColor {
        print("Your favorite color is ", favoriteCol)
}
```

- A. Optional chaining
- B. Force unwrapping
- C. Optional binding
- D. Implicitly unwrapped optional

Answer: C

Explanation:
This question belongs to Swift Programming Language , specifically the objective domain on Optional types and safe unwrapping .

The snippet uses if let favoriteCol = favoriteColor { ... }, which is Swift's standard syntax for optional binding . Apple's documentation explains that optional binding is used to conditionally bind the wrapped value of an optional to a new constant or variable if the optional contains a value. That is exactly what this code does: if favoriteColor is not nil, its unwrapped String value is assigned to favoriteCol, and the code inside the if block runs.
This is not force unwrapping , because force unwrapping uses the ! operator, such as favoriteColor!. It is not optional chaining , because optional chaining uses ? to safely access properties, methods, or subscripts on an optional value. It is also not an implicitly unwrapped optional , which would be declared with String! rather than String?.
So the correct answer is C. Optional binding . This pattern is one of the most important safe-handling techniques in Swift because it lets you work with optional values only when they actually contain data, avoiding runtime errors and keeping control flow explicit.

NEW QUESTION # 39
Complete the code that conforms to the View protocol by selecting the correct option from each drop-down list.
Note: You will receive partial credit for each correct answer.
Answer Area

Answer:

Explanation:
Answer Area

Explanation:

This question belongs to View Building with SwiftUI , especially the domain covering positioning and/or layout a single SwiftUI View with standard Views and modifiers and the foundational structure of a SwiftUI view. In SwiftUI, a custom screen is typically declared as a struct that conforms to the View protocol. Apple's SwiftUI documentation shows the standard pattern:
struct ScreenView: View {
var body: some View {
Text(" Hello ")
}
}
Here, struct is required because SwiftUI views are commonly defined as structures. View is required after the colon because the type must conform to the View protocol. body is the required computed property that returns the content of the view as some View. Apple documents that every conforming View type must provide a body property that describes its content.
So the completed code is:

```
import SwiftUI
struct ScreenView: View {
var body: some View {
Text( " Hello " )
}
}
```
This is the canonical SwiftUI view declaration pattern and is one of the most fundamental concepts in App Development with Swift.

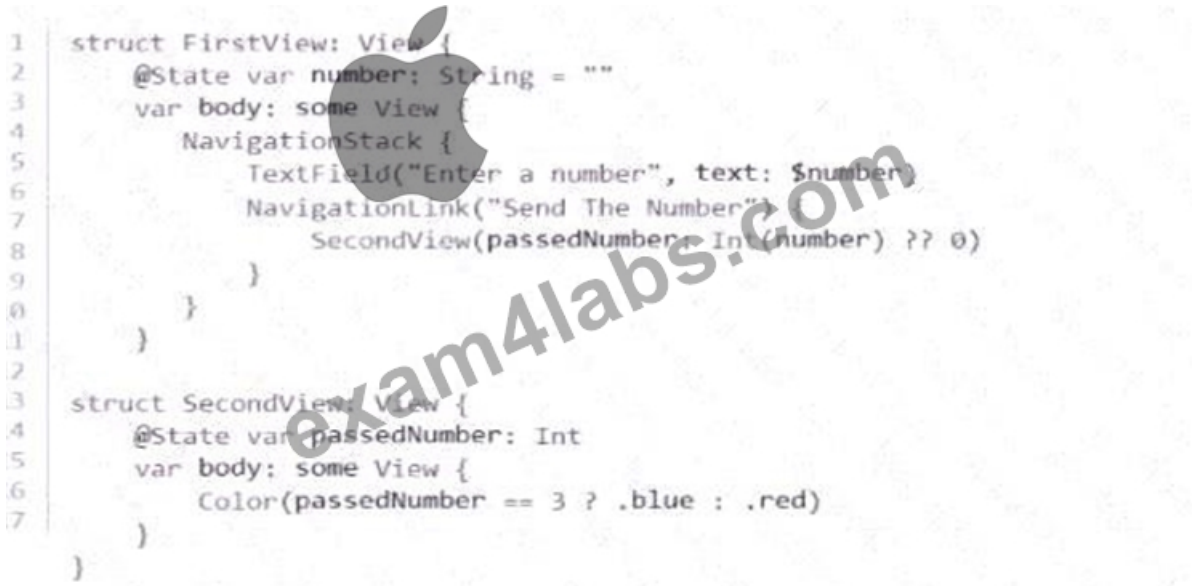
NEW QUESTION # 40
Review the code snippet.

What will print after the final line of code is executed?

Answer:

Explanation:
Answer the question by typing in the box.
2
Explanation:
This question belongs to Swift Programming Language , specifically the objective on variable scope and shadowing .
The code first declares:
let even = 2
This creates a constant named even in the outer scope with the value 2.
Inside the for loop, the code declares another constant with the same name:
let even = num * 2
This inner even exists only inside the loop body. It shadows the outer even, which means that within the loop, the name even refers to the loop's local constant, not the original one. However, that inner constant goes out of scope at the end of each loop iteration.
After the loop finishes, the inner even no longer exists. So when the final line runs:
print(even)
Swift uses the original outer constant, which is still 2.
So the output is:
2
This question tests two important Swift concepts:
* Scope : where a variable or constant can be accessed
* Shadowing : when a local declaration temporarily hides another declaration with the same name Therefore, the correct answer is 2
.

NEW QUESTION # 41
Review the code.



When entered into the TextField, which number will display a blue canvas on the SecondView?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: D

Explanation:
This question belongs to View Building with SwiftUI , especially the domain on creating multiple views to implement app logic and sharing values between views. In FirstView, the value typed into the TextField is stored in number, which is a String. When the NavigationLink is tapped, the code passes Int(number) ?? 0 into SecondView. In Swift, converting a string to an integer with Int(...) uses an optional initializer, which means it returns an optional value and will produce nil if the string cannot be converted. The ?? 0 nil- coalescing operator then supplies 0 if conversion fails.
Inside SecondView, the body is:
Color(passedNumber == 3 ? .blue : .red)
This uses the ternary conditional operator. If passedNumber equals 3, the displayed color is blue; otherwise, it is red. Therefore, entering 3 into the TextField causes Int(number) to become 3, which makes the condition passedNumber == 3 true and displays a blue canvas. Any other listed number results in red.
So the correct answer is A. 3 . This matches the SwiftUI pattern of taking user input, converting it to the needed type, passing it into another view, and rendering UI conditionally based on that value.

NEW QUESTION # 42
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